Appl. No. 10/750,275
Amdt. dated April 16, 2008
Reply to Office action of January 16, 2008

Docket No. 83336.0989

Listing of Claims:

1.   (currently amended) A gaming method, comprising:

~~enabling a gaming device to receive~~ receiving funds from a player for use on a gaming device;

~~enabling receipt of a denomination for wagering, wherein the denomination is not a standard currency denomination;~~

~~determining a number of full and partial credits available for the wagering based on the received funds and the inputted denomination, wherein the denomination is not a standard currency denomination; and~~

converting the funds received from the player into credits, wherein each credit has a value less than a smallest denomination for standard currency;

~~enabling the player to play a game on the gaming device for partial credits, full credits, or both partial and full credits.~~

displaying the credits on the gaming device to the player;

receiving a player's wager, wherein the player wager comprises one or more credits, and the player's wager does not have a total value equal to standard currency denominations; and

presenting a game of chance to the player in exchange for the player's wager.

2-9.   (canceled)

10.   (currently amended) The gaming method of claim 9, wherein the ~~partial~~ credits are expressed as decimals.

11.   (currently amended) The gaming method of claim 9, wherein the ~~partial~~ credits are expressed as fractions.

12-14. (canceled)

15.   (currently amended) The gaming method of claim 1, further comprising setting ~~enabling a game operator to determine~~ a maximum ~~denomination~~ credit value.

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16.   (previously presented)   The gaming method of claim 1, further comprising <u>setting</u> ~~enabling a game operator to determine~~ a minimum ~~denomination~~ <u>credit value</u>.

17.   (currently amended)   The gaming method of claim 1, further comprising setting an incrementa<u>l</u> rate by which the player can increase or decrease the ~~denomination~~ <u>credit value</u>.

18-19. (canceled)

20.   (currently amended) A gaming method<u>,</u> comprising:
        <u>receiving funds from the player for use on a gaming device;</u>
        <u>receiving player input selecting a credit value that is less than a smallest denomination for standard currency;</u>
        determining a number of ~~full and partial~~ credits available for wagering based upon both ~~a player's~~ <u>the</u> funds <u>received from the player</u> and ~~a non-standard currency denomination inputted~~ <u>the credit value selected</u> by the player;
            ~~enabling the player to wager full credits, partial credits, or both full and partial credits.~~
            <u>displaying the credits on the gaming device to the player;</u>
            <u>receiving a player's wager, wherein the player's wager comprises one or more credits, and the player's wager does not have a total value equal to standard currency denominations; and</u>
                <u>presenting a game of chance to the player in exchange for the player's wager.</u>

21-22. (canceled)

23.   (currently amended)   The gaming method of claim 20, further comprising setting a maximum ~~denomination~~ <u>credit value</u>.

24.   (currently amended)   The gaming method of claim 20, further comprising setting a minimum ~~denomination~~ <u>credit value</u>.

25-28. (canceled)

29.   (currently amended)   The gaming method of claim 20, further comprising <u>scaling a pay table according to the credit value selected by the player.</u> ~~wherein the game is adapted to award~~

at least one prize having a value, further comprising correlating the value of the prize to a wager including partial credits.

30-32. (canceled)

33.   (currently amended) A gaming device, comprising:

a game display adapted to present a game of chance to a player;

a player input device for playing the game;

a value acceptor configured to accept a voucher having a value from the player; and

a controller in communication with the value acceptor, wherein the controller is configured to determine a number of full credits and partial credits available for play by dividing the value of the voucher by a credit value, the credit value being inputted by the player, wherein the credit value is less than a smallest denomination for not a standard currency, denomination and wherein the controller is configured to allow the player to play a game with a wager comprising one or more credits, and the wager does not have a total value equivalent to standard currency denominations; that comprises a partial credit; and

a display for presenting the number of available credits.

34-35. (canceled)

36.   (currently amended)   The gaming device of claim 33, wherein the controller is configured to allow a game operator to set a maximum and minimum credit value.

37-38. (canceled)

39.   (previously presented) The gaming device of claim 33, further comprising a voucher printer.

40.   (canceled)

41.   (currently amended) A gaming device, comprising:

a game display configured to present a player with a game of chance;

a value acceptor configured to accept funds via a voucher;

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an input device configured to allow a player to select a credit value; ~~of a wager, wherein~~ the credit value <u>being less than a smallest denomination for standard currency;</u> ~~includes values other than a standard currency denomination in which currency is issued or an integral multiple thereof;~~

a controller configured to store the credit value selected by the player; and

accepting a wager <u>for the game of chance,</u> ~~at least a partial credit, wherein the partial credit is based on the credit value and the funds.~~ <u>wherein the wager comprises one or more credits, and the wager does not have a total value equal to standard currency denominations.</u>

42.   (canceled)

43.   (original)   The gaming device of claim 41, wherein the controller is configured to allow an operator to set a maximum and minimum credit value.

44-45. (canceled)

46.   (previously presented) The gaming device of claim 45, further comprising a display configured to display the number of full and partial credits available for play to the player.

47.   (canceled)

48.   (currently amended) The gaming device of claim 33, wherein <u>the</u> ~~th~~ standard currency denomination is a coin selected from the group consisting of $0.01, $0.05, $0.10, $0.25, and $1.00.

49.   (new)   The method of claim 1, wherein the smallest denomination for standard currency is $0.01.

50.   (new)   The method of claim 1, wherein the standard currency denominations are $0.01, $0.05, $0.10, $0.25, or $1.00.

51.   (new)   The method of claim 20, wherein the smallest denomination for standard currency is $0.01.

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52.   (new)   The method of claim 20, wherein the standard currency denominations are $0.01, $0.05, $0.10, $0.25, or $1.00.

53.   (new)   The gaming device of claim 33, wherein the smallest denomination for standard currency is $0.01.

54.   (new)   The gaming device of claim 33, wherein the standard currency denominations are $0.01, $0.05, $0.10, $0.25, or $1.00.

55.   (new)   The gaming device of claim 41, wherein the smallest denomination for standard currency is $0.01.

56.   (new)   The gaming device of claim 41, wherein the standard currency denominations are $0.01, $0.05, $0.10, $0.25, or $1.00.